CALL of DUTY
MODERN WARFARE 2
MATURE 17+
M
CONTENT RATED BY
ESRB
infinity ward
ACTIVISION

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started 2

Controls 3

Main Menu 4

Heads-Up Display (HUD) 5

Health System 6

Pause/Objectives Screen 6

Multiplayer Objectives Screen 6

Options 7

Stats 7

Credits 8

Customer Support 20

Software License Agreement 21

GETTING STARTED

PLAYSTATION®3 system

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the ***Call of Duty: Modern Warfare™2*** disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

Note: Other control setups are available via the Options menu.

CONTROLS

COMMAND	DEFAULT BUTTON	DESCRIPTION
Move	left stick	Moves player forward/back and strafes
Aim/Look	right stick	Aims crosshair
Fire	R1 button	Fires your current weapon
Throw Frag	R2 button	Throws frag grenade
Melee	R3 button	Perform a melee attack
ADS	L1 button	Aim down the sight or scope of your weapon
Throw Special	L2 button	Throws currently selected special grenade
Sprint	L3 button	Press to initiate sprinting
Change Stance	○ button	Changes stances, hold to go prone
Interact/Use	□ button	Reload your weapon, use object, pickup weapons
Jump	✕ button	Jumps or goes to upright stance from prone
Change Weapon	△ button	Switch between primary and secondary weapons
Pause	START	Press to bring up pause menu
Scoreboard	SELECT	Bring up MP Scoreboard

MAIN MENU

Choose between the Story, Special Ops and Multiplayer *Modern Warfare™ 2* experience, as well as view your completion percentages for each mode.

CAMPAIGN

Pick up where *Call of Duty™4: Modern Warfare™* ended and continue the single player experience in the *Modern Warfare™2* campaign. From the Story menu you can resume your most recent campaign or start a new one. You may also use the **Mission Select** option to replay an already completed mission at any difficulty.

Note: Modern Warfare™ 2 *uses an automatic checkpoint save system to save your game progress. You may also choose to use the* ***Save and Quit*** *option from the in-game Pause menu.*

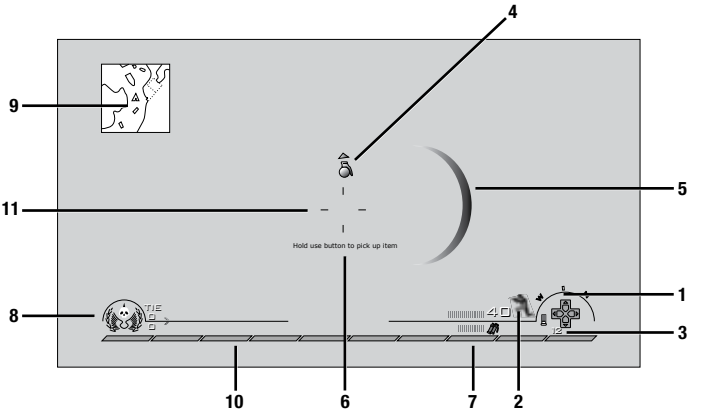
SPECIAL OPS

Take on a variety of custom-designed challenging missions in Special Ops—solo or with a friend. Experience co-op play in Special Ops locally in Split-Screen mode, or remotely online. You can also use this menu to revisit any unlocked Special Ops mission and attempt to complete it on one of three difficulties.

MULTIPLAYER

Compete with other *Modern Warfare™2* players online and locally in a variety of maps and game modes in Multiplayer (MP). Unlock new weapons, attachments, perks and rank up in MP!

HEADS-UP DISPLAY



1. **Compass** – Shows the direction you are facing.
2. **Stance Indicator** – Indicates whether you are standing, crouching or prone.
3. **Inventory** – Displays devices and/or weapon attachments that are currently available.
4. **Grenade Indicator** – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
5. **Damage Indicator** – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System)
6. **Use Icon** – This only appears when you are near a weapon or interactive object, indicates what button to press to interact with the weapon or object.
7. **Ammo Count** – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.
8. **Match Info** – Displays current score, team icon and time remaining in match. (MP Only)
9. **Mini-Map** – Shows map of local area plus locations of friendlies and known hostiles.

10. XP Bar – Shows progress on your current rank in MP. (MP Only)

11. Crosshair – Indicates where you are currently pointing your weapon. Turns red when positioned over an enemy, green when positioned over a friendly. Walking or running causes the crosshair to grow wider or sometimes disappear altogether, indicating a loss of accuracy. Stopping movement, crouching and going prone increase accuracy.*

**Note: When you press the ADS button, you will aim down the sights or scope of your weapon. This will greatly increase your accuracy and decrease your movement speed. While in ADS the crosshair will disappear.*

HEALTH SYSTEM

When you take damage from enemy fire, blood splatter will appear and the damage indicator will show you the direction the fire is coming from. If you can find cover and avoid enemy fire you will eventually recover and be able to continue at full strength.

PAUSE/OBJECTIVES SCREEN

Press the START button any time in Story or Special Ops to pause the game and access this menu. From here you may access game Options (described on page 7), restart the current level, revert to your last checkpoint, lower the difficulty of the game if the mission is too hard, or save and quit to the Main Menu.

MULTIPLAYER OBJECTIVES SCREEN

Modern Warfare™2 cannot be paused while playing in MP mode. Pressing START in MP will bring up a menu that will allow you to choose a new class (taking effect on your next spawn), view the description of your current game mode, and access the Options menu. Keep in mind that the MP match is still active in the background when you are in this screen.

OPTIONS

You may access the Options menu from the main menus or in-game via the Pause/Objectives Screen and MP Objectives Screen. In this menu you can choose different control schemes, or adjust various game settings such as control sensitivity or look inversion.

STATS

In the Story and Special Ops main menus you may access the Stats option to view statistics for each mode, such as play time and completion percentage. In Multiplayer various statistics are available via the Barracks section.

CREDITS

INFINITY WARD

Directed by
Jason West

Engineering Leads
Richard Baker
Robert Field
Francesco Gigliotti
Earl Hammon, Jr

Engineering
Chad Barb
Alessandro Bartolucci
Simon Cournoyer
Jon Davis
Joel Gompert
John Haggerty
Chris Lambert
Jon Shiring
Jiesang Song
Rayme C. Vinson
Andrew Wang

Design Leads
Todd Alderman
Steve Fukuda
Mackey McCandlish
Zied Rieke

Design and Scripting
Roger Abrahamsson
Mohammad Alavi
Keith "Ned" Bell
Mike Denny
Christopher Dionne
Preston Glenn
Chad Grenier
Jordan Hirsh
Jake Keating
Julian Luo
Brent McCleod
Jason McCord
Jon Porter
Alexander Roycewicz
Paul Sandler
Nathan Silvers
Sean Slayback
Geoffrey Smith
Charlie Wiederhold

Art Director
Richard Kriegler

Technical Art Director
Michael A. Boon

Art Leads
Christopher Cherubini
Joel Emslie
Robert Gaines

Art
Brad Allen
Peter Chen
William Cho
Derric Eady
Steven Giesler
Jeff Heath
David Johnson
Ryan M. Lastimosa
Oscar Lopez
Tim McGrath
Taehoon Oh
Sami Onur
Velinda Pelayo
Serozh Sarkisyan
Richard N. Smith
Theerapol Srisuphan
Todd Sue

Animation Leads
Mark Grigsby
Paul Messerly

Animation
Bruce Ferriz
Chance Glasco
Zach Volker
Lei Yang

Motion Capture Integration
Mario Perez

Technical Animation Lead
Eric Pierce

Technical Animation
Neel Kar
Cheng Lor

Audio Lead
Mark Ganus

Audio
Chrissy Arya
Stephen Miller

Written by
Jesse Stern

Additional Writing
Steve Fukuda

Story by
Todd Alderman
Steve Fukuda
Mackey McCandlish
Zied Rieke
Jesse Stern
Jason West

Writer's Assistant
Aaron Tracy

CEO/CFO
Vince Zampella

Producer
Mark A. Rubin

Associate Producers
Pete Blumel
John Wasilczyk

Office Manager
Janice Lohr Turner

Human Resources Generalist
Kristin Cotterell

Executive Assistants
Carly Gillis
Cathie Ichige

Reception
Lisa Stone

Creative Strategist
Robert Bowling

PR Director, Owned Properties (ATVI)
Mike Mantarro

Director of Marketing (ATVI)
Byron Beede

President/CCO
Jason West

IT Manager
Bryan Kuhn

System Administrator
Drew McCoy

Information Systems Analyst
Chris Lai

Unix Systems Architect
Robert A. Dye

Concept Art
Brad Allen
Joel Emslie
Neel Kar
Richard Kriegler
Richard N. Smith

Battlechatter Dialogue
Sean Slayback

Additional Menu Scripting
Julian Luo
Brent McLeod

QA Manager
Mike Seal

QA Floor Leads
Ed Harmer
Justin Harris

Quality Assurance
Mary Benitez
Chelsy Berry
Candice Capen
Terran Casey
Michael Penrod
Anthony Rubin
Georgeina Schaller

Chris Shepherd
John Theodore
Daniel Wapner

Cast (in order of appearance)
Lance Henriksen
Keith David
Barry Pepper
Kevin McKidd
Roman Varshavsky
Craig Fairbrass
Sven Holmberg
Billy Murray

Additional Voice Talent
Eugene Alpers
Gabrielle Al-Rajhi
Will Arnett
Troy Baker
Brian Bloom
Alex Bronquette
Coy Clark
Michael Cudlitz
Enayat Delawary
Daniel Gamburg
Josh Gilman
Anna Graves
Mark Grigsby
Curtis Jackson
Boris Kievsky
Kristof Konrad
Mauricio Lange
Eugene Lazareb
Matt Lindquist
David Lodge
Dave Mallow
Jordan Marder
Graham McTavish
Matt Mercer
Glenn Morshower
Sam Sako
Randy Stonitsch
Fred Tatasciore
Justin Theroux
Kirk Thornton
Fred Toma
Jim Ward
Kai Wulff

Main Themes by
Hans Zimmer

Music Produced by
Hans Zimmer
Lorne Balfe

Music Composed by
Lorne Balfe

Additional Music
Thomas Bergersen
Mark Mancina
Dave Metzger
Atli Orvarsson
Nick Phoenix
Jacob Shea
Noah Sorota

Additional Arranging and Programming
Ryeland Allison
Tom Broderick
Clay Duncan
Bart Hendrickson
Andrew Kawczynski

Music Editor
Dan Pinder

Music Production Services
Steven Kofsky

Music Supervisor
Tom Broderick

Score Wrangler
Bob “call me old-fashioned” Badami

Soloists - Guitar
Tom Broderick

Percussion
Satnam Ramgotra
Ryeland Allison

Violin
Noah Sorota

Music Mixed by
Alan Meyerson

Additional Engineering
Slamm Andrews
Jeff Biggers
Katia Lewin Palomo

Assistant Engineer
Adam Schmidt

Production Coordinator for Hans Zimmer
Andrew Zack

Music mixed at Remote Control Productions, Inc.

"Crime Wave"

C. Jackson, J. Fragala, D. Zacharias, W. Witherspoon A. Bond

50 Cent Music Publishing admin by Universal Music Publishing (ASCAP)

Jason Fragala (ASCAP)/Daniel Zacharias (ASCAP)

Gold Forever Music, Inc. (admin by Songs of Universal, Inc.) (BMI)

Contains elements from "I Can't Believe You're Gone" (Witherspoon/Bond)

Gold Forever Music, Inc. (admin by Songs of Universal, Inc.) (BMI)

Used by Permission. All Rights Reserved. Performed by The Barrino Brothers.

Used courtesy of Invictus Records/Holland, Dozier, Holland Productions.

"Survival Skills"

KRS-ONE & BUCKSHOT

R. Ibanga Jr., K. Blake, L. Parker

Da Sour Milk Café Publishing (ASCAP), Target Practice Music (ASCAP)

BDP Music (Zomba Music Universal Music Group)

Duck Down Music Inc. 2009

"Danger"

Marco Polo & Torae

T. Carr, M. Bruno

Coney Island's Finest (ASCAP), M. Bruno (SOCAN/SESAC)

Duck Down Music Inc. 2009

"New New"

Suga City ft. Maria V

Arkansas Bo (Marlon Jennings) and Goines (Andrew Goins)

Conduit Publishing

Label Courtesy Credit: Conduit Entertainment

Cinematic Movies Provided by SPOV

Yugen Blake
Miles Christensen
Julio Dean
David Hicks
Paul Hunt
Vincent Kane
Rhiwallon Leadbeater
Allen Leitch
Rob Millington
Gemma Thompson
Steve Townrow

SPOV Production Babies

Baby Jacob Hartley-Blake and Mother Sarah

Baby Beatrice V.B. Leitch and Mother Scarlett

Baby Elspeth M.A. Leitch and Mother Scarlett

Title Sequence/Additional Art by
The Ant Farm

Producer
Scott Carson

Executive Creative Director
Rob Troy

Ant Farm Production Baby
Baby Marley Troy and Mother Lisa

Additional Sound Design, Audio Implementation and Cinematic Sound Production Provided by
Earbash Audio, Inc.

Additional Voice Editing/ Integration
Nakia Harris
Jeremy Simpson

Additional Art
Shadows in Darkness
Vykarian

Additional Concept Art Provided by
Paul Christopher
Thomas Szakolczay
Tyler West

Voice Recording Facilities in Los Angeles Provided by
PCB Productions, Encino, CA
Side-UK, London, UK

Voice Direction/Dialogue Engineering
Keith Arem

Additional Voice Direction
Steve Fukuda

Sound Effects Recording
John Paul Fasal

Video Editing
Drew McCoy

Motion Capture Provided by Neversoft Entertainment

Motion Capture Lead
Kristina Adelmeyer

Motion Capture Technicians
Anet Hambarsumian
Justin Parish
Sean Watson

Stunt Action Designed by 87 Eleven Action Film Co.
www.87eleven.com

Stunt Coordinator
Danny Hernandez

Stunts/Motion Capture Actors
Clayton Barber
Danny Hernandez
Allen Jo
Ralf Koch
Kenny Richards
Jackson Spidell
Jake Swallow
Don Theerathada
Justin Williams
Kofi Yiadom

Additional Design
Steve Massey

Additional Art
Joe Simanello

Military Technical Advisors
Lt. Col. Hank Keirsey
US Army (Ret.)
Emilio Cuesta USMC

Weapons Provided by
Independent Studio Services

Armorer
Larry Zanoff

Translations
Gabrielle Al-Rajhi
Alexandre Bronquete
Antonina Thompson
Leonela B. Wahrick

Predator is a U.S. Registered Trademark of General Atomics Aeronautical Systems, Inc.

Satellite Imagery Provided by Geoeye
www.geoeye.com

Production Babies
Baby Marley Blumel and Mother Cathy
Baby Henry Michael Boon and Mother Tulip
Baby Coraline Bowling and Mother Heather
Baby Greg McCoy and Mother Lauren
Baby Audrey McCleod and Mother Tammy

Baby Shannon Seoyeon Oh and Mother Eunyoung

Baby Marlee Hendrix Perez and Mother Dallas Bobbijo

Baby Emily Joyce Porter and Mother Wendy

Baby Cooper Rieke and Mother Hatherly

Baby Luke Smith and Mother Lisa

Baby Song Ejook and Mother Jungwon

Baby Hudson Geoff Volker and Mother Staci

Infinity Ward Special Thanks

Lawrence Green
Benjamin Heckendorn
Joshua Lacross
The Navy Seals

ACTIVISION PUBLISHING, INC.

Producer
Chris Williams

Associate Producers
Vincent Fennel
Taylor Livingston
Derek Racca

Production Coordinators
Adrienne Arrasmith
John Banayan

Additional Production
Rhett Chassereau

Senior Executive Producer
Marcus Iremonger

Head of Production
Steve Ackrich

PUBLIC RELATIONS

Director, Owned Properties
Mike Mantarro

PR Manager
John Rafacz

Junior Publicists
Monica Pontrelli
Joshua Selinger

European PR Director
Nick Grange

Special Thanks
Step 3

PRODUCTION SERVICES - EUROPE

Senior Director of Production Services - Europe
Barry Kehoe

Localization Manager
Fiona Ebbs

Senior Localization Project Manager
Annette Lee

Localization Project Manager
Jack O'Hara

Localization Support Analyst
Chris Osberg

Localization QA Manager
David Hickey

Localization Assistant QA Manager
Yvonne Costello

Localization QA Lead
Mannix Kelly

Localization QA Floor Lead
Frank Morisseau

Localization QA Testers
Sonia Sanchez Beneitez
John Bonham
Edward Brennan
Daniele Celeghin
Luis Hernandez Dalmau
Dario Di Spirito
Vincenzo Ferrara
Lara Sola Gallego
Aziz Janah
Christopher Kocksch
Aindreas Kugler
Jeremy Levi
Sebastien Mazzerbo
Dario Milone
Loic Moisan
Sergio Gonzalez Monroy
Jeremie Morla
Gabriel Morrisseau
Kerill O'Brien-Meier
Giovanni Peroni
Sergio Fernandez Redondo
Heberto Rios
Marcell Witek
Sven Zimmermann

IT Network Technician
Fergus Lindsay

Burn Lab Technician
Todd Lambert

Localization Tools and Support Provided by Stephanie Deming & XLOC Inc.

CENTRAL TECHNOLOGY

Chief Technology Officer
Steave Pearce

VP Art Production
Alessandro Tento

Senior Online Manager
Joel Fashingbauer

ENGINEERING
VP of Online
John Bojorquez

Managing Director, DemonWare
Pat Griffith

Technical Director
Wade Brainerd

Associate Software Engineer
Ryan Ford

STUDIO CENTRAL - OUTSOURCING

Director Art Production
Riccard Linde

Technical Art Directors
Bernardo Antoniazzi
Mitch Bowler

Production Manager
Michael Restifo

Production Coordinator
Christopher Codding

Blade Games World, Inc.
CEO
Tom Sperry

Director of Business Development
Claas Grimm

Producer
Zhu Xiaoxiao

Art Director
Xie Haitian

Artists
Zhou Chen
Kan Jianqing
Cai Jingyu
Xu Ping
Zhu Shi
Wang Xiangyu
Ning Xusong
Yu Yang

DemonWare
Nadia Alramli
David Brennan
Morgan Brickley
Luke Burden

Aaron Burt
David Cahill
Michael Collins
Tim Czerniak
Brendan Dillon
Malcolm Dowse
Jonathan Frawley
Paul Froese
Eoghan Gaffney
Arthur Green
Padraic Hallinan
Steffen Higel
Tony Kelly
John Kirk
Lance Laursen
Damien Marshall
Craig McInnes
Ian McLeod
Eoin O'Fearghail
Byron Pile
Ruaidhrí Power
Tilman Schäfer
Gordon Schneider
Amy Smith
Ronny Southwood
Emmanuel Stone
Jason Wei
Christopher Werner
Peter Wright

GLOBAL BRAND MANAGEMENT

Vice President of Marketing
Rob Kostich

Director of Marketing
Byron Beede

Global Brand Manager
Geoff Carroll

Associate Brand Managers
Joe Korsmo
Mike Schaefer
David Wang

MARKETING COMMUNICATIONS

Marketing Communications Sr. Director
Jack Oh

Marketing Communications Manager
Karen Starr

Interactive Marketing Director
Carlson Choi

Interactive Marketing Manager
Clinton Wu

Interactive Marketing Assoc. Manager
Eric So

ART SERVICES

Art Services Manager
Todd Pruyn
Art Services Lead
Chris Reinhart

BUSINESS AND LEGAL AFFAIRS

David Blackwell
Chris Cosby
Greg Deutsch
Jane Elms
Kap Kang
Kate Ogosta
Amanda O'Keefe
Travis Stansbury
Phil Terzian
Mary Tuck

OPERATIONS AND STUDIO PLANNING

Senior Director of Production Services
Suzan Rude

Director of European Partner Relationships
Samuel Peterson

TALENT AND AUDIO MANAGEMENT GROUP

Director, Talent and Audio Management Group
Adam Levenson

Talent Acquisition Manager
Marchele Hardin

Talent Associate
Noah Sarid

Talent Coordinator
Stefani Jones

FINANCE

VP of Studio Finance and Royalties
Raj Sain

Finance Managers
Clinton Allen
Harjinder Singh

Sr. Financial Analyst
Jason Jordan

Finance Analyst
Adrian Gomez
Jason Jordan
Fransisca Tan

ACTIVISION SPECIAL THANKS

Mike Griffith
Steve Pearce
Dave Stohl
Brian Ward

QUALITY ASSURANCE

VP Quality Assurance/ Customer Service
Paul Sterngold

QA Senior Project Lead
Henry P. Villanueva

QA Manager
Glenn Vistante

QUALITY ASSURANCE PRODUCTION TESTING

QA Project Lead
Erik Melen

QA Testers
Xiaohu Alcocer
Mike Arden
Brandon Aronson
Rich Bernot
Tarikh Brown
Robert Chaplin
Joe Chavez
Kevin Chester
Quentin (Tremayne) Cobb
Charles Davis
John Estioko
Davion Farris
Cory Furlow
John Goldsworthy
Andrew Grass
Andrew Gulotta
Daniel Herscher
Ulysses Holguin
Tabari Jeffries
Nate Kinney
Bradon Miller
Sean Moline
Michael Montoya
Carlos Moran
Anthony Moreno
Craig Nelson
Gabe Noto
Pete (Romulo) Pedroza
Brian Post
Greg Sands
Chad Schmidt
Adam Smith
Lou Studdert
Ryan Trondsen
Jose Vega
Levett Washington
Matt Wellman

TECHNICAL REQUIREMENTS GROUP

Director, QA
Christopher Wilson

TRG Manager
John Rosser

TRG Submissions Leads
Daniel L. Nichols
Christopher Norman

TRG Submissions Adjutant
Dustin Carter

TRG Senior Platform Lead
Kyle Carey

TRG Platform Leads
Brian Bensi
Tomo Shikami

TRG Testers
Melvin Allen
Albert Astorga
Brian Baker
Todd Baron
Anthony Bellisario
Zachary Blough
Scott Borakove
Paco Erskine
Jennifer Goodman
Stefan Goodreau
Brent Gothold
Demetrius Hoston
Caleb Huddleston
Mike Juarez
Colin Kawakami
Keith Kodama
Christopher McCardle
John McCurry
Ian Pilcher
Kirt Sanchez
Steven Snodgrass

QA CODE RELEASE GROUP

QA Certification Lab Senior Leads
Cyra Talton
Brandon Valdez

QA Certification Lab Project Lead
Fausto Lorenzano

QA CRG Project Lead
Matt Ryan

QA CRG Floor Lead
Jonathan Mack

QA CRG Tester
Christian Vasco

QA NETWORK LAB

Manager, QA Operations
Chris Keim

QA Network Lab Project Leads
Jessie Jones
Leonard Rodriguez

QA Network Lab Tester
Bryan Chice

QA MULTIPLAYER LAB

QA Multiplayer Lab Lead
Garrett Oshiro

QA MPL Senior Tester
Shamen'e Childress

QA MPL Acting Floor Leads and Testers
Mikey Ackland
Matt Brannon
Jon Bunch
Emmanuel Cruz
Nick Gram
Mario Ibarra
Bruce James
Bobby Jones
Jaemin Kang
Brian Lay
Chris Mintzias
Travis Otten
Richard Salmon

QA COMPATABILITY LAB

QA-CL Lab Project Leads
Robert Fenoglio
Farid Kazimi
Austin Kienzle

QA-CL Lab Testers
Albert Lee
William Whaley

QA MASTERING LAB

Sr. Manager, QA Technologies
Indra Yee

Mastering Lab Supervisor
John Donnelly

Lead Mastering Lab Technician
Sean Kim

Senior Mastering Lab Technician
Danny Feng

Mastering Lab Technicians
Tyree Deramus
Jose Hernandez
Kai Hsu
Rodrigo Magana
Steven Rodriguez
Leejay Ronquillo
Orbel Shakhmalian
Gary Washington

QA-MIS

Senior Manager, QA Technologies
Indra Yee

QA-MIS Manager
Dave Garcia-Gomez

QA-MIS Technicians
Chris Gill
Teddy Hwang
Brian Martin
Jeremy Torres
Lawrence Wei

QA-MIS Junior Technicians
Lovely Morata
Neal Nikaido
Orren Webber

Technology Technician
Sean Olson

QA-MIS Equipment Coordinators
Long Le
Coleman Thaxton III

QA DATABASE ADMINISTRATION GROUP

Senior Lead Database Administrator
Jeremy Richards

Lead Database Administrator
Kelly Huffine

Database Technicians
Christopher Shanley
Timothy Toledo

DBS Senior Tester
Wayne Williams

DBS Testers
Allison Diaz
David Trinh
Randi Williams-Pardo

QA OPERATIONS GROUP

Director, QA Operations
George Viegas

Operations and Planning Supervisor
Jeremy Shortell

Operations Associate
Paul Colbert

CUSTOMER SUPPORT

Customer Support Managers
Gary Bolduc
Michael Hill

QA SPECIAL THANKS
Abby Alvarado
Nuria Andres

Brian Carlson
Michael Clarke
Randolph d'Amore
Seth d'Amore
Maria Gonzalez
Rachel Overton
Jacqueline Jolie Sheltmire
Nadine Theuzillot
Jennifer Vitiello
Marc Williams

Rachel Levine
Joanne Vistante
Beth Kiefner

Manual Design
Ignited, LLC

Packaging Design by
Hamagami & Carroll

Fonts licensed from:
T26, Inc.
Monotype
Elsner+Flake Type
Comnsulting GmbH

Bink Video. Copyright © 1997–2009 by RAD Game Tools, Inc.
Miles Sound System. Copyright © 1991–2009 by RAD Game Tools, Inc

The characters and events depicted in this game are fictitious. Any similarity to actual persons, living or dead, is purely coincidental.

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: All support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour automated voice system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. **We recommend that you first contact an Activision Technical Support Representative by phone or Internet before sending your product to us.** In many cases, a replacement is not necessary to resolve your problem. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we can issue you an Incident/Reference number to help process your replacement. Non-warranty game returns/refunds should be dealt with by the retailer or online site where you purchased the product.

Register your product online at http://register.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in any on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED SOFTWARE WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the purchaser finds the recorded medium of the Program defective within 90 days of original purchase, Activision agrees to replace, free of charge, such recorded medium of the Program discovered to be defective within such period upon its receipt of the recorded medium of the Program, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar product of equal or greater value. This warranty is limited to the recording medium of the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. This remedy is the purchaser's sole, exclusive remedy, and is in lieu of all other express warranties. Any implied warranties on this product prescribed by statute, including but not limited to an implied warranty of merchantability or fitness for a particular purpose, are expressly limited in duration to the 90-day period described above. Activision reserves the right to modify this warranty prospectively at any time and from time to time in our sole discretion.

When returning the Program for warranty replacement please send the original product disc or cartridge, as applicable, only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; and (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $20 U.S. currency per disc or cartridge replacement, as applicable.

NOTE: Certified mail is recommended.

For customers in North America: Send software warranty replacement claims to Warranty Replacements, Activision Publishing, Inc., P.O. Box 67713, Los Angeles, CA 90067. You can also visit http://www.activision.com/support for more information.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

"PLAYSTATION" and "DUALSHOCK" are registered trademarks and "PS3" is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. SIXAXIS is a trademark of Sony Computer Entertainment Inc. © 2009 Sony Computer Entertainment Inc.